



Volume V, #2

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



5 Feb 95

NEW GAMES START!

Three new games start this issue while several others languish on hold. We have quorums for *MERCHANT OF VENUS* (p 14), *DUNE* (p 15), and *HISTORY OF THE WORLD* (p 15). We only have two respondents so far for "Boris IX", Dan Gorham and Kevin Wilson. "Revenge is Sweet" lingers on; Fisher should now be able to survive, albeit not comfortably, the arrival of a diesel (but see below). 1835-B should finish next time; Chinnery, Quist, Werdelmann, Zieske, Hare, Fisher, and Frueh should confirm their reservation for "1835-C" by sending their votes on the three optional rules. TJ has delayed the end of "Gilgamesh" another month, promising a cramped Epoch I report for "Inshullana".

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: Great nations have always acted like gangsters, and small nations like prostitutes. ---Stanley Kubrik

Mayfair's 1856 and 1870 still haven't arrived six months after the original shipping date. Glad they promised not to charge my VISA until they ship!

Mark Frueh has volunteered to GM a game of 1830 and e-mail me the results in time for publication. Play *rs* would need to meet a slightly earlier deadline to play but it would (a) take some load off of me, (b) allow me to play, and (c) demo another GM's style. Those interested should contact him. The game will start when "Revenge is Sweet" wraps up.

BOOS & KUDOS!

This month's Madame Bolduc Press Excellence Award goes jointly to the authors of the *Moscow Star* article and the Vienna-Rome classified in "Boris VIII".

This month's Ms Ner Super-Sudsy Bomb goes to TJ Klausutis for holding everything up again.

PERSONAL MESSAGE MAY FOLLOW:

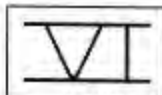
DEADLINE FOR ALL GAMES IS NOON (EST) 4 MAR 95



PEACE TALKS FAIL!

France Eliminated!

Fall 1911



199485

WALL STREET JOURNAL--The forlorn, forgotten French fleet voted to a man to scuttle the craft at the same spot their Italian foes did four years earlier. Drinking a final glass of champagne, they cursed the Austrian dogs, then sang the "Marseillaise" as with one voice as they opened the seacoasts and consigned their ships to the sea. They then swam the five miles ashore to the topless beach and to a hero's welcome by the patriotic Frenchwomen waiting there.

The Peace Talks didn't go as well with all sides bickering as to who wouldn't sit next to whom. They finally collapsed when the Russian Ambassador challenged the Austrian Ambassador to the duel depicted on p 18. The War will drag on at least another year as England rushes to establish a Gibraltar stalemate line while Austria's Atlantic fleet unwisely withdrew, perhaps to contain the rogue Russian fleet sacking **TUN**.

TROOP MOVEMENTS

AUS (Morrison): A Ven-Ron, F M'd-Wes, F Spa(sc) S F Mid-Wes, A Bur-Mun, A Par N, F Gre S r Aeg-Bul(sc), F Aeg-Bul(sc), [A Ser-Rum], A Vie S A Bud, A Bud S A Vie, [A Boh-Gal], A Pru S A Ser, [A Ber S A Pru], [A Mar S A Spa(sc)](nsu).
ENG (York): A Pic-Bre, F Nrg-Mat, F Isl-Mid, F Eng S F Isl-Mid, A Bel-Ruh, F Hol-Bul, F Den-Nth, [A Rie-Ber], F Bal S A Rie-Ber, F StP(sc) R;
FRA (Rezzarday): [F Lyo-Mar].
RUS (Anderson): A Ukr S A Rum, [A Rum S A Gal], A War M, [A Gal S A Rum], F Ion-Tun, [F Soy-Con], [A Bul-Con](d), A Sev-Arn.

Votes (Y/N/A): Austrian win 0/2/2; A/E Draw 1/2/2; A/E/R draw 1/1/2. All motions fail.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otp = unit on the move, r-??? = unit is dislodged; u = unordered.

SUPPLY CENTER CHART

AUS: Bud Tri Ser Nap Rom Ven Vie +Tun Grc Spa Mun Par Ber Mar Per +Bul (15) Build 1
ENG: Edi Lon Lpi Met Nwy Bel Rie StP Den Ser +Brc (11) Build 2
FRA: -Brc (0) Year 1, OUT
RUS: Mos Sev War Com Soy Ark +Bul Rum +Tun (0) Build 1

Due next time are builds and orders for Spring 1912. Especial thanks to Tony for playing out a lost cause.

ALDA-CHUR

FALL 1911 ACTION:

Crone and rubles remain steady. The pound rises to \$11 and the franc slips beneath the waves.

Company	\$	Kroner	Pounds	Francs	Rublen	Value
RVE	9	200	100	0	0	\$4109
WOMEX	1	0	395	0	0	\$3659
PRR	0	0	381	0	0	\$3641
NEWBOT	4	192	0	0	74	\$3476
USED	0	183	20	0	0	\$2949
RETW	2293	0	0	0	0	\$2292
FROG	10	73	0	0	0	\$1695
CCH	1	20	0	0	0	\$1201
MT	0	0	0	0	0	\$ 0

LEGEND: CCH = Corporation for Currency Holding, FROG = Federal Reserve Option and Guaranteed, NEWBOT = Neenah World Board of Trade, PRR = People's Revolutionary Bank, RETW = Retired Wayne, RVE = RV Exchange, USED = Uranian Silver Exchange & Depository, WOMEX = Wordalman's Monetary Exchange.



Fall 1906

1994 AT

MURKWOOD: The remnants of the French Army find their homes as British and Italian forces have snatched all its home centers. Clearly, a new order is emerging in the West and Germany is uncomfortably between it and a hostile Russia. Meanwhile, in the East, Austria has survived a battering; embattled Italian gunn will be essential to her survival as the Russo-Turkish alliance has yet to show any cracks.

TROOP MOVEMENTS

Austria entered a SER to AGR

AUS (J. Sherkles): 1A Alb-Ser, A Bud-Vic, 1A Uer-Ser, A Tri S A Bud-Vic.
 ENG (Hanna): F New-Mrg, F Nat-Mid, F Eng S F Pic-Ser, F Pic-Ser, F For S F Nat-Mid.
 FRA (Frocht): A Bur S A Bud-Bel, A Boh-Gal, A Wuh-Bel.
 GER (Morris): 1F Bel H(1-2??), A Kie S A Mun, A Mun H, A Bel S A Mun, F Bol S A Ser, A Ser H.
 ITA (York): A Ven S AUS A Tri, 1F Wes-Mid, 1F Mid-For(1-2??), A Gas-Por, 1F Ion-Gre.
 1F Tur-Joni.
 RUS (Carbonneul): 1A Vic S A Rum-Bud(1-2??), 1A Mos-Ser, F Bor-SIP, A Rum-Bud.
 TUR (Anderson): 1A Ser S A Arg-Gre, 1F Con-Arg, A Bul S A Ser, 1F Arg-Gre, F Eos S F Con-Arg.

Orders in brackets [a] d = unit destroyed due to lack of unit retreat, imp = impossible; non = not own unit, neo = unit not so ordered; nap = no such place; neu = no such unit; oib = off the board; oim = unit on the move, o?? = unit is dislodged and must retreat, u = unordered. German F BEL must retreat either oib or to HOL or WIT. Italian F MID must retreat oib or to GAS, ERI, NAT, SPA(er) or SPA(ne). Russian & VIC must retreat oib or to BOH or TRI.

SUPPLY CENTER CHART

AUS: -Bud Tri -Ser War +Vic
 ENG: Edt Lon Dpl New SIP +Bfe +Poi
 FRA: -Ser -Par -Por -Bel
 GER: Ser Kie Den Hol -Bel Swi Mun
 ITA: Nap Rom Ven Tur Spa Mar +Par
 RUS: Mos Sev Rum -Vic +Bud +SIP
 TUR: Ank Con Smy Bul Gre +Ser

(3) Tear 1
 (6) Build 1
 (1) Tear 2
 (6) Even
 (7) Build 1
 (8) Build 1
 (6) Build 1

* If F BEL retreats oib, Germany may build 1.
 ** If unit retreats oib, may build 2.

Due next time are the retreats, builds/tears and orders for Spring 1907.

EMBASSY BEAT

MOSCOW: Austrian Ambassadors have been expelled from MOS and CON. Official warning is given to Germany to stay out of FIN.

BOSNIA WORLD PRESS REVIEW

Pravda-Balkan Front generals report that Turkish and Russian troops have joined forces to defeat the Austrian forces in the Balkans and Austria.

CLASSIFIEDS

Reel Grinkovs have shorter life spans than tea, wine, or vodka drinkers, especially members of the Reich's armed forces.

House still under way but it seems slow. Waiting for stupid inspectors half the time. Oh well.

BOLDBHOME

Fall 1906 Action

PRB sells 500 francs, 500 lire, 500 rubles, and 500 piasters. [44701+500+415+495+490 = 90391].

CLOWNS sell 500 rubles and 200 piasters and buy 500 pounds [492+493+192+483 = 9294].

	US	AUS	ENG	FRA	GER	ITA	RUS	TUR
SPR 06: 1.00	0.93	0.92	1.00	1.14	0.83	0.99	0.99	0.99
FAL 06: 1.00	0.94	1.02	0.95	1.14	0.78	0.89	0.89	0.89

	US	AUS	ENG	FRA	GER	ITA	RUS	TUR	Vote
PRB	6591	0	0	125	0	0	1100	000	49208
RVE	340	500	1000	543	3040	2000	500	0	48316
CLOWNS	244	1500	2500	0	5100	0	2000	500	48642
Par	0	1000	1000	1000	1000	1000	1000	1000	66600
TPB	0	1500	700	1100	1300	300	500	1000	46592
RTE	0	1000	1000	1750	500	500	500	1750	46575



RUSSIANS REARMED! Wormtongue Ascendant!

VIII

Fall 1903

1994 AU

CLIFFPHONE—The East is Red. The West can expect little resistance from the remaining Russians and Turkish forces to the Crimson Tide and must expect westward assault sooner than later. The Tear has one bargaining chip—the ability of a Russian STP to produce fleets to nullify a British blockade of Gibraltar. The Sultan has none. Italy and Germany that now must watch their backs. England alone stands secure from Wormtongue's host.

TROOP MOVEMENTS

Austrian: A MUN retreated to BOH.

AUS (Frying): A Bul-Con, A War S A Sil, F Aeg S A Bul-Con, A Sil S ITA A Tri-Mun, A Boh S (TA A Tri-Mun, A Rum-Sev, A Gal-Rum.

ENG (Anderson): A Fin-Swe, F StP(oc) B, [F Eng-Bre], F Nwy S A Fin-Swe, (F Tri-Mid).

FRA (Rassarday): [A Bur-Par], [F Mid-Par].

GER (Carboneau): [A Kle-Ber], [A Ruh-Mun], [F Den-Swe], [A Mun-Boh (d)], [A Pic-Par].

ITA (Zodda): [A Mar-Spa], [A Gae-Bre], [F Spa(oc)-Por], F Ion-Tun, A Tri-Mun, F Syn-West.

RUS (R. Fisher): [A Smy S F Con-Ank(r-??)], A Sev-Mos, F Con-Ank, (F Boh-StP(oc)), [A Swe-Nwy (d)], [A Pru-Ber].

TUR (Morrison): A Ank-Smy, A Aren S A Ank-Smy.

Orders in brackets tell: d = unit destroyed due to lack of valid retreat; imp = impossible; nss = unit not so ordered; sep = no such place; neu = no such unit; o/b = off the board; o/m = unit on the move; (u) = unit unordered. Russian A SMY must retreat o/b or to SYR.

SUPPLY CENTER CHART

AUS: Bud Tri Via Gio Ser Bul-Mun+Con+Rum+Sev+War

ENG: Edi Lon Lpl Nwy StP+Sev

FRA: Brr Par

GER: Ber Kle Den Hel Bel

ITA: Nap Rom Ven Tun Mar Spa+Mun

RUS: Mos-Sev-War-Rum-Con-Swe+Ank

TUR: Ank Smy

(10) Build 3

(6) Build 1

(2) Even

(3) Build 1

(7) Build 1

(2) Tear 3 *

(1) Tear 1

* If A SMY retreats o/b, Russia need only tear 2

As there are only 10 possible Russian retreat/tear permutations, seasons will not be separated. Due next time are orders for the retreat, builds/tears, and orders for Spring 1904.

EMBASSY BEAT

BERLIN to MOSCOW: Stay out of PRU.

BERLIN to VIENNA: Get out of Germany.

BERLIN to ROME & LONDON: Cooperate with each other and we'll defeat the Warsaw Pact (Austria & Russia) with early 1900's NATO alliance

VIENNA: The Defense Department today reported that freak boiler flares have virtually wiped out communications with army and fleet units in the field. Commanders send to Austrian units ordered those units to "Render to Russian units maximum assistance" but all that was received by the commanders was the garbled message "Render. Russian. see". The commands interpretation of the orders was obvious. The Foreign Affairs Department expressed the Archduke's deepest regrets for any discomfort this error may have caused the czar. Austrian units are intending to provide relief supplies (primarily water soluble lubricants) to Moscow as soon as they can get **there**.

BORIS WORLD PRESS REVIEW

Moscow Star: Foreign Minister Fisher was recently summoned to the Tsar's summer apartment. "Your Majesty, I regret to inform you the Austrians are Revolting!"

"No kidding, they stank on ice!" replied the Tsar.

"No, no, they've invaded RUM and WAR." Fisher corrected himself.

"What?" I thought we had armies in WAR and RUM!" snapped the Tsar.

"We did. I ordered them to SEV and PRU. I had no idea..."

"No idea! Not a bit of a wonder you got run out of Austria in your last game. First the Limeys are mucking about in STP and now those pesky pushers are running roughshod in the south and west? You better pull it together, Fisher, or you'll be looking for passage back to South America. At least you got rid of those awful Turks!"

---Continued on p. 17



BRITANNIA

Turns 4 & 5



The Cast:

PURPLE: Paul Zeeke
GREEN: Chuck Hanna

BLUE: David Anderson
RED: Wayne Morrison

EVENTS: There is no Roman army in Powys at the end of Turn 4.

TURN 4 (Continued)

ANGLES (0): 3R @ Frisian to Lothian (1,4,3,2,5: 1,5-4,6-2 Angles)

SCORE: Purple 31, Red 15, Blue 9, Green 65.

The Board (Turn 5)

ROMANS: F @ Devon, Downlands, Dunedin, Dyfed, Gwynedd, 1A @ R. Cheshire, Cerdia, Essex, Kent, Lothian, March, N. Mercia, S. Mercia, Suffolk, Sussex, Wessex, 1A @ York.

BELGAE (2): 2A @ Lindsey.

WELSH (2): 1A each @ Cornwall, Gwent, 1A each @ Cloyd, Gwent.

BRIGANTES (0): Leader, 2A each @ Galloway, Strathclyde, 1A @ Pennines.

PICTS (1.5): 1A each @ Caithness, Mar, Orkneys; 1A @ Alban, Dalriada, Skye.

CALEDONIANS (2.5): 1A @ Hebrides.

IRISH (0): 2R @ Atlantic, 1A @ Avalon.

SCOTS (0): 1R @ Irish, 1A @ Moray.

JUTES (0): 2R @ Channel.

SAXONS (0): 5R @ Channel.

ANGLES (0): 3R @ Frisian.

TURN 5

ROMANS: 1A Cumbria, Cheshire, 1A N. Mercia, Essex, 1A S. Mercia, Sussex.

BELGAE (2): Grow 0.5 Population Pt. Hold.

WELSH (2): Romanus allow 2.5 Population Pt. growth. Grow 1A @ Herez. Move 1A Gwent-Huacez.

BRIGANTES (0): Romanus disallow growth. Place Brigante Leader in Strathclyde. Hold.

PICTS (1.5): Grow 3 Population Pt. Grow 1A in Alban. Move 2A Alban-Skye.

CALEDONIANS (2.5): Grow 0.5 Population Pt. Grow 1A @ Hebrides. Hold.

IRISH (0): Grow 1 Population Pt. 2R @ Atlantic-Gwynedd (5,4,5-1P, -1 In) 1R return to Atlantic. Irish score 1 VP.

SCOTS (0): Grow 0.5 Population Pt. 1A @ Irish-Moray.

JUTES (0): Hold at sea.

SAXONS (0): 3R Channel-Wessex (2,5,1,5,5,2,1-6,5-3 Sax, 1 Legion, 1P) 3R Channel-Devon (5,1,1,4,2,6-6,5,2 Saxons, 1E). Saxons score 7 VP.

ANGLES (0): 3R @ Frisian-Lothian (3,4,5,2,1,6,5,2,4-1 Legion, -1P) 3R return to Frisian. Angles score 4 VP.

At the end of the turn the Romans score 24 VP for times. The Roman forts go away and eight of the departing 11 legions are replaced by Romano-British. The Welsh and Brigantes are no longer in submission.

SCORE: Purple 55, Red 24, Blue 13, Green 68.

Due next time are orders for Turn 6. Irish, Scots, Jutes, Saxons, and Angles reinforce with settlers. The Saxons have a major invasion. Boats, Picts, Caledonians, Irish, Scots, Jutes, Saxons, Angles.

The Board (Turn 6)

ROMANO-BRITISH: Will replace 5 of the following: 1A @ Kent, Narth, Suffolk, 1A @ Cheshire, Essex, Sussex, York.

BELGAE (2.5): 3A @ Lindsey.

WELSH (1.5): 1A each @ Cornwall, Gwent, 1A @ Cloyd, 5A @ Herez.

BRIGANTES (0): 1A each @ Galloway, Strathclyde, 1A @ Pennines. Leader in Strathclyde.

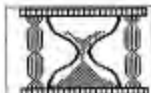
PICTS (1.5): 1A each @ Alban, Caithness, Mar, Orkneys; 2A @ Dalriada; 4A @ Skye.

CALEDONIANS (0): 2A @ Hebrides.

IRISH (1): 1A @ R. Atlantic, 1A @ Avalon.

SCOTS (0.5): 2A @ Irish, 2A @ Moray.

---Continued on p 16



GILGAMESH

Epoch VII

ORANGE STILLS GAME FINALE!



ERRATA: The final Board position last time wasn't updated to report the Spanish-Mughals or Russians. The Mughals (GV) did not earn a monument.

THE CAST:

Scott Cameron (Black = B)
Chuck Henne (Aztec = A)
Wayne Morrison (Purple = P)

Mark Fruton (Green = G)
T.J. Klempfle (Orange = O)
Michael Teak (Red = R)

SCENARIO:

A1: G1a, GPC A1V; B1a(c), A1V; C1a, B1a(c); G1a, GPC(M), Ser, Mon, Ser, B1a, W1a, W1b, Y1a
A1V: C1a(c), M1a(c), S1a, Y1a
B1: G1a(c), B1a, B1a(c), P1a; B1V: L1a, B1V; Dec, Mex(C), N1a(C), P1a, P1b, S1a
G1V: S1a, G1V, L1a(c), P1a(c), U1a(c), Z1a(c), O1V, G1a(c), L1a(c), P1b(c), U1a(c),
O1: C1a, G1a, C1a(c), G1a; O1V: L1a(c), G1V; Dec, P1a, E1a, O1V, A1a(c), C1a(c), C1a(c), D1a
N1a(c), N1a
P1a: B1a(c), P1a; Dec(c), H1a(c), H1a(c), Mon, P1V; S1a, P1V; Ser, W1a, P1a; Dec, L1a, P1a
P1a(c), S1a, P1a, S1a, S1a, W1a(c), P1a; B1b, C1a, H1a, N1a(c), Tar, Tur, W1a
R1a: M1a(c), S1a(c), P1a, P1a; A1a, C1a(c), S1a, L1a(c), L1a, M1a, N1a, W1a, W1a, S1a, C1a
E1a, S1a(c), W1a
Plants: A1a(c), B1a(c), C1a(c), D1a(c), E1a(c), F1a(c), G1a(c), H1a(c), I1a(c), J1a(c), K1a(c), L1a(c), M1a(c), N1a(c), O1a(c), P1a(c), Q1a(c), R1a(c), S1a(c), T1a(c), U1a(c), V1a(c), W1a(c), X1a(c), Y1a(c), Z1a(c)

Score: P1a(1), A1a(2), B1a(2), O1a(2), B1a(2), D1a(2)

EPOCH VIII (continued)

MAKING A NAME (B): Play "Pestilence" on Yan (3,4,1 -1AV). Play "Disaster on Land" on Ara (1,1,1 -1C +c). Play 1A,C,M @ Mex, 1A @ Kar (6,6,3 -1AV). 1F @ S1a (6,2,6; 2,1,5; 5,2,4 -1BP,1PF). 1A @ Hon (2,1,6; 6,2,3 -1BV,1PH,C +c). 1A @ H1a (6,6,3 -1PH,c). 1A @ GPC (5,2,3,8 -1AV). 1A @ C1a (5,2,4 -1AV), C1a +c. 1A @ W1a (6,6,6; 6,2,2 -1AV). 1A @ Tar (0,2,3 -1PV,c). 1A @ Y1a. Score 126 + C(3x2) + c(4) + M(3) + Mid E1P=1 + China(D=6) + N Eur(P=2) + Eurasia(P=2) + N Amer(D=8) + S Amer(D=4) + Sub Afr(P=2) + Nip(c=6) = 173.

NETHERLANDS (A): Play "Ship Building" 1A,C,M @ L1a,1 -1BV. 1A @ C1a (2,1,6; 6,6,6; 3,2,6; 3,2,1; 4,4,1 -1AV,1,2OV,C +c). 1A @ B1b (6,6,6; 6,4,1 -1PV,c). 1F @ N1a (6,6,6; 3,1,6; 2,2,4; 4,2,4; 4,3,2 -1AP,2PF). Play "Surprise Attack" equal on Alb (6,1,2; 5,1,2 -1OV). 1A @ NEP (2,1,6 -1AV). Score 152 + C(1x2) + c(3) + M(6) + S(2) + China(P=3) + India(D=6) + S Eur(P=2) + N Eur(D=8) + SE Asia(P=2) + Eurasia(P=2) + N Amer(P=3) = 160.

FRANCE (O): Play "Empire Reiter 4" adding 3GV each at L1, P1 & 2a; and 1GV to P1D. Play "Leader" 1A,C,M @ W1a (1RV,c -1C,M). 1A @ N1a (3,2,1; 5; 4,3,1 -1GV,1,2OV). 1A @ L1a (6,3,5 -1AV,c +c). 1F @ A1a (5,3,3; 6; 6,2,4 -1GV,RF). 1A @ C1a (6,4,3; 4,3,3 -1RV,c). 1A @ P1a (5,5,2,5,1; 3,3,1,2,1 -1PV,c +c). 1A @ W1a (6,2,2,1 -1RV,c). 1A @ B1b (6,6,1,6 -1RV,c). 1A @ C1a (6,4,1,6; 6,6,3,2 -1AV,c). 1A @ B1b (6,5,3,6; 6,1,2,2 -1AV,c). 1A @ NEP (5,4,3,9 -1PV,c +c). 1A @ App. 1A @ P1a (6,4,2,4,2 -1BV). Score 122 + C(2x2) + c(4) + M(1) + Mid E1P=1 + India(P=8) + S Eur(D=4) + N Eur(D=8) + SE Asia(P=2) + N Amer(P=3) + S Amer(P=2) = 166.

BRITAIN: No show.

USA (R): Play "Civil War" in W1a (3,1,5), L1a (2,1,6) & P1a (6,3,6; 3,1,1 -1GV,c +1RV). Play "Rebellion" @ W1a (3,3,5). Play 1A,C @ App(c -1GV). 1A @ Dec (5,1,1 -1RV). 1F @ Car (4,2,6; 2,1,3; 1,1,6; 6,6,3 -1RV,1PF). 1A @ C1a (4,2,4,1; 3,3,6,2; 1,1,6,3; 6,6,6,3 -1RV,1,2OV,C +c). 1A @ G1a (2,2,4,6 -1RV). Score 142 + C(2x2) + c(3) + M(4) + S(1) + Mid E1P=1 + N Afr(C=3) + India(P=3) + S Eur(P=2) + SE Asia(P=2) + N Amer(D=6) + S Afr(P=1) = 173.

GERMANY (O): Play 1A,C @ B1b (1GV,1 -1C,M).
Score: A1(90), B1(73), G1(66), P1(61), D1(60)

Due next time was the German order and any end game statements. I'd be especially interested in your opinions of (a) the known at game start expires, (b) the notation system, (c) the desirability of showing the dice rolls, (d) the desirability of showing rolls at all.



ENKIDU

EPOCH V
Franks & Vikings



BRITAIN: Green played an army in WGa and later took Nap. Black has 40, not 41 SP, as passes before Red due to the VP tie-break.

THE CAST:

Dave Anderson	(Green = G, 39 SP)	Michael Task	(Orange = O, 37 SP)
Ty Harc	(Xanthous = X, 55 SP)	Paul Zieske	(Red = R, 40 SP)
Wayne Morrison	(Purple = P, 30 SP)	Ruby Zedda	(Black = B, 40 SP)

THE BOARD:

BH: Mos, Yafes; BW: Dal, Mor(c), Pin(c), M, WSt.
 GI: G(c), F; GH: Cam.
 GII: Alb(F,M), Hig, Itr, NGa; GIV: CRa, CMa, Dan, Dal, LRa(2), Nap, NGa, Sea, WGa.
 GIII: Crt, W(b), OIV: Cey, ED(c), GaD(M), GaV, Itr, Sea.
 PI: OLa, GFL, Sha(M), PH: Ltr, MT, WDe.
 PIV: Ase(C,M), Bal, EAn, Hin, Lev(M), Nub, Pal, PPI, PSD, UTI(M), Wan, Zag(C,M).
 RH: Cam(C,F), G(c), RII: Lib, Pyr, Sap(C,M), SD(F,M), U NI(F); RIV: Maki(C,M), SiR, Yan(L), N.
 XII: BSc; XIII: EGH(2), Nal(2), Sum; XIV: Chr, GPC, Tar, Tur, Wei(M).
 Plants: BoB(2), EMS(R), N(c), Red(F), SCS(R), S(c), X; WMS(R).

SCORE (SP/VP): G(39/42), X(55/66), O(37/79), P(30/79), B(40/79), R(40/72).

EPOCH V

Green kept, Xanthous passed to Orange. Orange passed Purple, Purple passed to Xanthous. Black passed to Red. Red had to pass to Black.

FRANKS: (G): Play "Disaster at Sea" (-3P WMS), play " Jihad". Play 1A,C @ NGa (IGH) (-AbL 1A @ CEU) (-GIV), 1A @ B(b) (5,5;2,3 -IXII, 1X7 @ Nib), 1A @ CMa (-GIV), 1F @ WMS, 1F @ NGa, 1A @ SH (6,4;3,6+1,8: 4,2,6+1,3: 2,1;3+1,2: 3,4;3+1,2 -4GV). Score 42 = C(1k2) + N(1) + S(1) + S. Eur(P=3) + N Eur(C=0) = 5b.

WIKES: (B): Play "Melay Kingdom", 1A,C,F (2XIII) (-Sum). Play "Crusades": 1A @ Pal (4+1,1;2,1 -PIV) (+F), 1A @ Ara (6+1,5;3 -PIV,C +c), 1A @ NGa (2+1,1;3: 0+1,5;0 -PIV). Play 1A @ Sea (-IGIV), 1F @ Nth, 1F @ AIL 1A @ Dec, 1A @ NEP, 1A @ Dst (5,3;3: 2,1;1 -IGIV), 1A @ Dan (5,4;3: 2,2;4: 4,2;1 -IBV, IGIV), 1A @ Bal (5,5;6,1: 5,4;3,2: 5,1;3,2 -PIV). Score: 79 = c(6) + M(3) + S(1) + Mide(P=2) + N Afr(P=2) + China(P=3) = 5 Eur(D=3) + N Eur(P=2) + SE Asia(P=2) + Euros(D=2) + N Amer(P=1) = 10R.

WGY ROMANS: No show.

SCORE (SP/VP): G(40/54), R(48/52+), B(49/108), X(55/66), O(37/79), P(30/79).

CHUAS: (R): Play 1A,C @ EGH.

This roundest ask orders from Red for the Cholas. The rest of the Empires on the spot are on o-mat and we will be contacted whenever they are due to move.

THE BOARD:

BH: Afr(c,M), Bal(c,F), Mos, N(c), Pal(c,F), Yaf(c); BW: Dal, Mor(c), Pin(c), M, WSt; BV: Bal, Dan, Dec, Dst, NEP, Sea.
 GI: G(c), F; GH: Cam; GII: Alb(2,F,M), Hig, Itr; GIV: LRa(2), WGa.
 GV: BSh, CMa, CMa, NGa(C,F).
 GIII: Crt, Pin(C,F), OIV: Cey, ED(c), GaD(M), GaV, Itr, Sea, G(b).
 PI: GLa, GFL, Sha(M), PH: Ltr, MT, WDe.
 PIV: EAn, Hin, Lev(M), Nub, Pal, PPI, PSD, UTI(M), Wan, Zag(C,M).
 RH: Cam(C), Chr, GPC, G(c), RII: Lib, Nap, Pyr, Sap(C,M), SD(F,M), U NI(F).
 RIV: Maki(C,M), SiR, Yan(L).
 XIII: EGH(2), Mal, Sum; XIV: Chr, GPC, Tar, Tur, Wei(M).
 Plants: AU(S), BoB(O), EMS(R), N(c), Red(P), SCS(R), S(c), X; WMS(O).

LEGEND: A = army, C = Capital, c = city, M = monument, F = fort (on land) or fleet (on sea), r-?? = resource to ???, S = sea points, B,G,O,P,R,X = faction colors, I-VII = epoch, GIV = two green Epoch IV armies, 1X = one red fleet, (6,5;3 -10R) = attacker rolls 6AS defender (Black) rolls 3 and loses one Epoch II army.



REVENGE IS SWEET DIESEL SOON!



LEADS: Chinnery bought a second and third B&M and the last C&O, allowing them to rise to C125 and D100 respectively. B&O has \$244.

PLAYER STATUS: (* = at Certificate limit)

Quist: \$389, 6 B&O(Pres), 6 Erie(Pres)
 Randu: \$536, 6 C&O(Pres), 1 B&O, 6 B&M(Pres); 1 NYNH&H; 1 NYC
 R. Freiler: \$341, 6 NYNH&H(Pres), 4 NYC(Pres), 2 B&O(VP)
 Chinnery: \$78, 5 PA(Pres), 2 NYNH&H, 2 C&O, 3 B&M
 Dittus: \$322, 5 PA(VP), 2 C&O, 1 NYNH&H, 1 B&M, 2 CP(VP) (Prior)
 Swerston: \$60, 6 CP(Pres), 1 NYC, 1 Erie

CORPORATION STATUS:

Company	Value	Pool	Bank	Pay	Cash	Trains	Tokens
PA	\$320	0	0	n/a	\$4	\$5	1
C&O	\$125	0	0	n/a	\$600	\$6	0
B&O	\$120	0	0	n/a	\$244	4	0
CP	\$112	0	4	\$100	\$390	5	3
B&M	\$100	0	0	n/a	\$44	5	0
Erie	\$71	0	5	\$71	\$208	6	0
NYNH&H	\$40	0	0	n/a	\$40	6	0
NYC	\$30	0	4	\$62	\$209	4	2

OPERATING ROUND 8.1

PA: Lays tile #63 in H10(aw). Run 1-5-H10-G17-G19N (\$190) & F2-H4-H10-H16-H18 (\$230). Pay dividends (DC +\$210, JB +\$210) so price soars to \$240.

C&O: Lays tile #8 in G16(er). Run G19N-G17-H16-H15 (\$190) & F2-H4-H10-H16-H18W (\$230). Pay dividends (CCN +\$232, DC +\$86, JB +\$84), so price soars to C190.

B&O: Lays #67 in F16(er). (\$244-120 = \$124). Run 1-5-H10-H18-G19N (\$200). Withhold; price drops to D110. Buy 6-train from Eric for \$324 (\$124+200-324 = \$0).

CP: Lays tile #6 in D20(aw). Run A10-B20-E19 (\$90). Pay Dividend (WMM +\$64); price rises to A126.

B&M: Lays #8 in D18(er). Run G19N-E19-E23-F24-F22 (\$220). Pay dividends (CCN +\$132, DC +\$60, JB +\$22); price goes to B112.

ERIE: Lays #66 in E11(er). No run so price drops to D66. Buy 4-train from B&O for \$1 (\$208+224-1 = \$431).

NYNH&H: Run E19-G19N-F20-F22-F24-E23 (\$230). Pay dividends (RRF +\$138, NYNH&H \$40, DC +\$40, JB +\$23, CCN +\$22); price soars to J50.

NYC: Lays #74 in D18(er). Run E23-F22-E19-G19N (\$210). Withhold; price soars to K20.

OPERATING ROUND 8.2

PA: Run 1-5-H10-G17-G19N (\$190) & F2-H4-H10-H16-H18 (\$230). Pay dividends (DC +\$210, JB +\$210) so price soars to \$260.

C&O: Lays tile #14 in F16(er). Run F2-H4-H10-H15 (\$200) & H18W-H10-F10-G17-G19N-H18E (\$280). Pay dividends (CCN +\$278, DC +\$62, JB +\$62), so price moves to C19.

CP: Lays tile #23 in D20(er). Run A10-B20-E19 (\$90). Pay dividend (WMM +\$64); price rises to A142.

B&M: Lays #5 in E10(aw). Run G19N-E19-E23-F24-F22 (\$220). Pay dividends (CCN +\$132, DC +\$60, JB +\$22); price goes to B136.

B&O: Run 1-5-J14-J16-J10-H18-G19S (\$270). Pay dividends (MQ +\$162, RF +\$64, CCN +\$27, B&O +\$27); price returns to D120.

ERIE: Lays #6 in F12(aw). Run D10-E11E (\$100). Withhold; so price slips to D60.

NYNH&H: Run E19-G19N-F20-F22-F24-E23 (\$230). Pay dividends (RRF +\$138, NYNH&H \$40, DC +\$40, JB +\$23); price climbs to 160.

NYC: Lays #8 in E18(er). Run E23-F22-E19-G19N (\$210). Pay Dividends (RF +\$64, CCN +\$21, WMM +\$21); price rolls to K30.

We have here as at least two of you attempted to make impossible tile plays in OR 8.3. Don't fret: we're not orders for OR 8.3 and RR 9. Eric could buy a diesel in OR 8.3, we plan accordingly. Thanks for the Priority Card.

PLAYER STATUS: (1* = at Certificate limit)

Galt: \$551, 0 B&O(Pres), 0 Erie(Pres)
 Hains: * \$1380, 0 C&O(Pres), 1 B&O, 0 B&M(Pres), 1 NYNH&H, 1 NYC
 R. Fisher: \$801, 0 NYNH&H(Pres), 4 NYC(Pres), 2 B&O(VP)
 Chinnery: \$898, 5 PA(Pres), 2 NYNH&H, 2 C&O, 3 B&M(VP)
 Buitin: \$1008, 5 PA(VP), 2 C&O, 1 NYNH&H, 1 B&M, 3 CP(VP) «Priority»
 Morrison: \$189, 0 CP(Pres), 1 NYC, 1 Erie

CORPORATION STATUS:

Company	Value	Peat	Bank	Par	Cash	Trains	Tokens
PA	\$200	0	0	n/a	\$4	43	1
C&O	\$155	0	0	n/a	\$280	46	0
CP	\$142	0	4	\$100	\$390	5	3
B&M	\$126	0	1	\$90	\$44	5	0
C&O	\$120	1	0	n/a	\$28	6	0
NYNH&H	\$100	0	0	n/a	\$86	6	0
Erie	\$80	0	3	\$71	\$631	4	2
NYC	\$50	0	4	\$82	\$910	4	2

TRAINS AVAILABLE: 000000

The Bank has \$5,330

TILES AVAILABLE:

#3(2), #4(2), #7(2), #8(6), #9(2), #10(1), #10(1), #16(1), #19(1), #20(1), #23(0), #24(2), #25(1),
 #26(1), #27(1), #28(1), #29(1), #30(1), #31(1), #42(1), #43(2), #44(1), #45(2), #46(2),
 #50(1), #56(1), #57(4), #58(1), #59(2), #60(2), #68(1), #7-

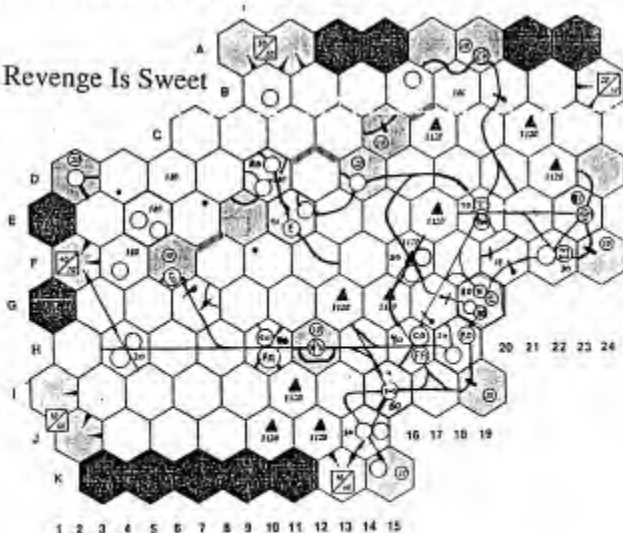
PRESS:

GM PA: You couldn't run 110-119-HIGH-CLOS since you have no token on the route.

ERIE RR is all Prepp for the Delecting sound of Diesel Hums.

The President of the NYNH&H Rail Corporation expressed gratitude to the Wall Street investors for their support of the railroad's recent performance. "Our station upgrades and newly developed luxury Pullman cars will enable us to provide both the finest rail service to the population of the northeast and a healthy return on investment for our loyal backers and will soon propel the NYNH&H to the top rank of US rail service companies."

Revenge Is Sweet





1835

Wickertum!

Die Endr. ist Nahe!



Verlun: BA kauft nicht den 6-Lok und bezahlt (89). SX kauft 6-Lok. HE rennt 3+3-Lok fuer 180M. MS bezahlt und kauft nicht 5-Lok aus WT. OL rennt E19-H20-F14-C11 (200M).

Spacierschaltung:

(Aktienkurs = 9) (* = Doppelaktion) (B = an Aktienkurs)
 Teufel: 1400M, 1.5 PR, 1.3X, 2 WT, 2 MS, 8 OL*(Dir)
 Baltha (LG): 707M, 9 SX(Dir), 0.5 PR, 1 WT, <der Zug>
 Chinner: 853M, 10 BA*(Dir), 3 WT, 1 OL
 Hanna: 688M, 1 PR, 10 HE*(Dir), 2 OL*
 Fruch: 734M, 2 PR, 5 WT(Dir), 5 MS*(Dir)
 Farrow: 387M, 10 BY(Dir)
 Zinske: 223M, 5 PR, 1 WT, 2 MS

Geschäftsleitung:

Name	Wert	Kurs	Bark	Gold	Zug	Token
BY	1220	0	0	48	4+	015, L14, J8, L3, 11
PR	2172	0	0	8	3+6	E19, C11, H2, G5, F14, 12
WT	1168	0	0	275	3+5	M9, H2
BA	1148	0	0	650	3+	L6, L14
SX	1112	0	0	120	4,6	H16, E19, 11
HE	092	0	0	469	8+5	J8, L3
MS	586	1	0	19	4	C18, E19
OL	070	1	0	350	4	D6, C11

Befragsrunde 10.2:

BY: Rennt E19-H20-117-K11-J8-14-13-11 (280M) & H2-13-J8 (120M). Bezahlte (DF +300). Preis geht zu C202.
 PR: Legt 4218 in G2000. Rennt A11-C11-F14-E19-H20 H22 (280M) und C11-F6-G5-H4-H2-E1-E3-L2-L6-J8 (280M). Bezahlte (PZ +270M, MMF +108M, MT +31M, CCH +54M, LG +27M). Preis geht zu D102.
 WT: Legt 765 in M900. Rennt E19-H20-117-115-13-M9 (180M) und 13-H2-G5-G5-F6 (180M). Bezahlte (MMF +180M, MT +72M, LG +36M, DC +36M, PZ +36M). Preis geht zu A186.
 BA: Legt 424 in K1000. Rennt E19-H20-117-115-L14-K11 (180M). Bezahlte nicht; Preis geht zu A132.
 SX: Legt 47 in D2000. Rennt C11-F14-E19-H20 (180M) und K11-C11-E19-H20-H16-L13 (240M). Bezahlte (LG +387M, MT +43M). Preis geht zu D124.
 HE: Legt 88 in M900. Rennt H2-13-16-J8-L6 (220M). Bezahlte (CCH +320M). Preis geht zu C100.
 MS: Legt 810 in J1000. Rennt H22-H20-E19-C11-E (210M). Bezahlte (MMF +108M, MT +42M, PZ +42M, MS +21M). Preis geht zu E90.
 OL: Legt 89 in G900. Rennt C11-F14-H20-E19 (200M). Bezahlte (MT +120M, CCH +40M, DC +30M, OL +20M). Preis geht zu G84.

Befragsrunde 10.3:

BY: Rennt E19-H20-117-K11-J8-J4-J3-11 (240M) & H2-13-J8 (120M). Bezahlte (DF +300). Preis geht zu C200.
 PR: Legt 424 in E900. Rennt A11-C11-F14-E19-H20-H22 (280M) und C11-F6-G5-H4-H2-L3-K3-L2-L6-J8 (280M). Bezahlte (PZ +270M, MMF +108M, MT +31M, CCH +54M, LG +27M). Preis geht zu D114.
 WT: Legt 72 in K1000. Rennt E19-H20-117-115-E13-M9 (180M) und 13-H2-G5-G5-F6 (180M). Bezahlte (MMF +180M, MT +72M, LG +36M, DC +36M, PZ +36M). Preis geht zu A186.
 BA: Rennt E19-H20-117-115-L14-M15-D13-K12-N10-M9-K11 (310M). Bezahlte (CCH +310M). Preis geht zu A148.
 SX: Rennt C11-F14-E19-H20 (180M) und A11-C11-E19-H20-H16-L13 (240M). Bezahlte (LG +387M, MT +43M). Preis geht zu D138.
 HE: Legt 724 in G900. Rennt H2-13-16-J8-C11 (240M). Bezahlte (CCH +240M). Preis geht zu C110.
 MS: Legt 445 in K1000. Rennt H22-H20-E19-C11-E (210M). Bezahlte (MMF +108M, MT +42M, PZ +42M, MS +21M). Preis geht zu E96.
 OL: Legt 823 in D1400. Rennt C11-F14-H20-E19 (210M). Bezahlte (MT +120M, CCH +40M, DC +20M, OL +20M). Preis geht zu G90.

Ich möchte hier Order für Aktienrunde 11 und Befragsrunden 11.1 wenn das Spiel beendet werden. LG hat den Zug.

Spacierschaltung:

(Aktienkurs = 25) (* = Doppelaktion) (B = an Aktienkurs)
 Teufel: 2192M, 1.5 PR, 1.5X, 2 WT*, 2 MS*, 8 OL*(Dir)
 Baltha (LG): 1667M, 9 SX(Dir), 0.5 PR, 1 WT, <der Zug>
 Chinner: 1215M, 10 BA*(Dir), 3 WT, 3 OL
 Hanna: 1328M, 1 PR, 10 HE*(Dir), 2 OL*
 Fruch: 1579M, 2 PR, 5 WT(Dir), 5 MS*(Dir)
 Farrow: 1107M, 10 ST(Dir)
 Zinske: 217M, 5 PR, 1 WT, 2 MS



SILVERTON

TURN 68/7A



ERRATA: Last month's map should have shown Player #2 connecting to Leadville from the SE.

PLAYER STATUS

#1: Don Chisney #675, (S+I, P), #80, #210.5 Au, P5, #11(2 Ag), 527
 #2: Bill Werdelmann #1850, (S, P+I), P2, P3, #800.5 Au, D6, #3 (1.5 Au), #627
 #3: Wayne Morrison #0, (S+I, P), #04(12 C), #20(1.5 Ag), #27
 #4: Paul Zieske #1000, (S, P+I), P5, #40(4 C.D.), #620 C, #427
 #5: Michael Quist #5000, (S+I, P), #1, #0(1 Au)
 #6: Dan Farrow #250, (S, P+I), P6, #38

AVAILABLE CLAIMS:

#13: Bureka (Ag, \$500/\$250) #18: Aspen (Ag, \$200/\$250)
 #29: Lake City (Ag, \$500/\$150) #34: Dolores (lmbn, \$700/\$200)
 #42: Valeritas (lmbn, \$200/\$150) #53: Craig (C, \$200/\$100)
 #58: Aspen (C, \$300/\$150) #62: Canon City (C, \$200/\$100)
 #65: Alamo (C, \$200/\$150) Passengers Cards 4,7,8,10,11,12
 The Deck

TURN 68/7A ACTION:

#1: Decline #53. Operate P1 (+\$100) / Survey toward Leadville (-\$300). Not Pre-
 #2: Decline #62. Operate #2 (-\$200) / # 0.25 Au. Run P2 & P3 (+\$250+\$00) / Survey Leadville-
 Dillon (\$800). Prospect P7 (-\$50/\$27) -> #1 (\$50).
 #3: Do nothing / Neither survey nor prospect.
 #4: Decline #42. Run P2 (+\$100) / Survey Prior to Hiawatha (-\$400). Prospect Deck (#8).
 #5: Operate #1 (-\$800, 2 -> D) & #6 (-\$250, 7 -> 0.25 Au). / Survey SE to GJ (-\$200). Prospect
 #10 (-\$200).
 #6: Operate #38 (-\$150, 5+8 -> 3 C) & P6 (+\$600). Deliver 3 C to Santa Fe (+\$1500) / Survey 9-
 length track in J4 N from Pueblo (-\$500). Prospect #63 (-\$300)

DISPUTES: None.

THE MARKETS:

Gold	4 = 100 -> \$6500	Denver Silver	3-2 = 44 -> \$2000
SLC Silver	2 = 12 -> \$2000	Denver Lumber	11-2 = -2 -> \$200
SLC Lumber	11-2 = 2 -> \$400	Pueblo Lumber	7-9 = 41 -> \$500
SL Lumber	9+3-2 = 3 -> \$300	Denver Coal	5-2 = 42 -> \$800
SLC Coal	10-2 = 10 -> \$500	Pueblo Coal	7-9 = 11 -> \$100
SP Coal	8-2 = 10 -> \$200		

PLAYER STATUS

#1: Don Chisney #275, (S+I, P), #80, #210.5 Au, P1, #11(2 Ag)
 #2: Bill Werdelmann #250, (S, P+I), P2, P3, #800.5 Au, D6, #3 (1.5 Au), P7
 #3: Wayne Morrison #0, (S+I, P), #04(12 C), #20(1.5 Ag), #27
 #4: Paul Zieske #1000, (S, P+I), P5, #40(4 C.D.), #62(5 C), #427
 #5: Michael Quist #5000, (S+I, P), #0(1 Au), #10
 #6: Dan Farrow #1500, (S, P+I), P6, #38, #62

AVAILABLE CLAIMS:

#5: Palmarley (Au, \$500/\$250) #32: Eureka (Ag, \$500/\$250)
 #29: Lake City (Ag, \$500/\$150) #34: Dolores (lmbn, \$700/\$200)
 #42: Valeritas (lmbn, \$200/\$150) #58: Craig (C, \$200/\$100)
 #58: Aspen (C, \$300/\$150) #62: Canon City (C, \$200/\$100)
 Passengers Cards 4,9,10,11,12 The Deck

Due next time are your Turn 7 operate and deliver decisions for your claims, and your surveying and prospecting decisions for Turn 8. Remember, Turn 8 is SNOW.

DEFUNCT CLAIMS: #1, 10, 67

THE MAP:

Owned James says their prices replaced by the winning player's number. Purple (snow-blocked),
 routes have their price/owner # underlined. Current prices have a black dot in the appropriate box.

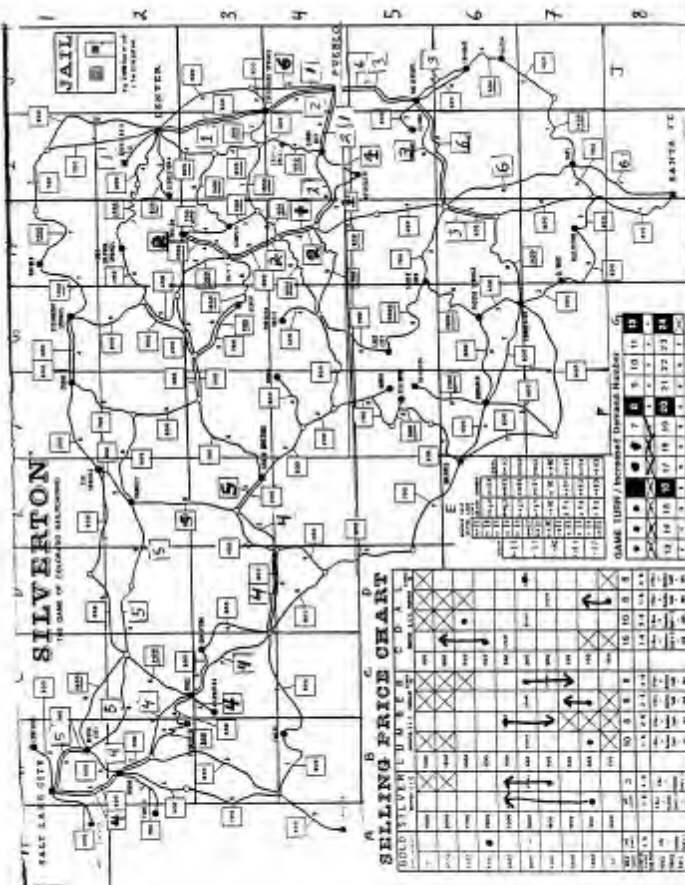
PRESS:

The D&B (Denver and Boulder) RR has 9/100 available at Hether City, Gold at Marys.

Coal mine at Craig available, contact SLC & GJ RR.

The mild winters have not been good for coal sales (common knowledge).

FOR SALE: Accepting offers for #40 with 1.5 Ag, a proven source of silver.



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Variable	Mean	SD	Min	Max
Age	31.2	4.5	22	45
Gender	1.0	0.0	0	1
Marital Status	1.0	0.0	0	1
Education	12.5	1.5	10	15
Income	15.2	3.8	10	25
Health Status	1.0	0.0	0	1
Smoking Status	0.5	0.5	0	1
Alcohol Consumption	0.2	0.4	0	1
Exercise Frequency	2.5	1.5	0	5
Stress Level	3.5	1.5	1	5
Sleep Quality	2.0	1.0	1	4
Dietary Habits	1.5	0.5	1	3
Work-Life Balance	2.5	1.0	1	4
Overall Well-being	3.0	1.0	1	5

[illegible]



MERCHANT OF VENUS

We Begin:

Turn 0



The Cast:

Mike Klausulis:	"Tyrone" the Wagon	5,1,1 & 6,2,2
Chris Hassler:	Roman	4,2,1
Richard Weiss:	Quessuth	4,2,2
Don Chinnery:	Tepeep	6,5,1
Bill Werdelmann:	Seil	6,3,1
Mike Quist:	Nik	6,4,4

Due next time are orders for Turn 1 and Tyrone's orders for Turn 2. The order of play is as above; your rolls are also given above. The postal system/house rules are below. Liftoff, gentlemen!

Merchant of Venus -- House Rules -- Boris The Spider --

GENERAL: For this first game, only the Basic Game rules will be used as amended/clarified in *The General* unless otherwise stated below.

The Gamemaster (GM) may alter any of the rules here in order to make the game more playable, but only after notification and consent by all the players. GM errors need to be pointed out by the next adjudicator, or they stand.

The game can be ended at any time by concession vote -- all remaining players must vote to concede the game to a single winner. No draws allowed.

Overview: The GM will announce what the players' dice rolls will be. The players will move sequentially. Normally two game turns will be done each issue (EXCEPTION: Turns 1 will be a single turn), but the GM may announce that the next turn will be a single regular turn if things look too complicated.

Whichever player goes first on a postal turn will be expected to submit an extra turn's orders, so that the "privilege" of going first in a postal turn will rotate through all the players. Example: Consider a game where the player order is Zeb, Zaphod, Mr Ed, C3PO, Blippy, and Chewbacca. On Turn 1, Zeb goes first. He will submit his orders for game Turns 1 and 2; the others submit orders for only game Turn 1. On Postal Turn 2, Zaphod will submit orders for game Turns 2, 3 & 4, Mr Ed through Chewbacca for game Turns 2 & 3 and Zeb for Turn 3 & 4.

Negotiations are allowed. Prese is encouraged.

Set Up: Players should submit culture preference lists and names for their trader and ship; in the absence of such they get what remains and the GM will make up names for them. The GM will randomly determine the player order, "Y"-counter locations, and the JCU locations.

Notation: The following abbreviations will be used:

- A = Asteroid
- B = Blue Dot
- NC# = Navigation Circle; # being the pilot number used
- R = Red Dot
- Y = Yellow Dot
- = "O" Marker
- R10/Y20/B30, etc. -- Penalty Dial of appropriate value/color
- (s) = Space City
- (o) = Orbital Base
- (p) = Spaceport
- (s) = Surface City

Orders: Players should list the type of dot their ship is moving over, in order, using the abbreviations above. Where the route may be ambiguous, players should use a compass direction to distinguish the route they wish to follow. The top of the board will be "Galactic North". If using a drive system, players should give the spaces they are stopping over in parentheses. When using a Navigation Circle, players should indicate the pilot number they are using. If players will pass over a "Y" Marker, they should indicate whether they will stop and under what circumstances or conditions.

--Continued on p 17



DUNE



They Speak!

ATREIDES (R. Shacklett) What can we say, it's hard to ride the worm when you are the second rider to try.

BENE GESSERIT (Anderson) I came in late. I wouldn't have predicted Harkonnen rid. I'd've predicted Fremmen in 2.

EMPEROR (R. Fisher) Let those barbaric natives keep their pathetic little planet! You know what spice really is... it's immature worm excrement! Sooner or later they'll have come off-planet, and we'll still be here. And we've long memories. - Emperor Shaddell

FREMEN (Morrison) I was surprised that so much luck was on my side. Luck and the lack of orders from my Harkonnen opponent and the support of the Atreides (thanks Jack and Rose). Luck that I moved into the right stronghold avoiding battle that I could not win. Now if I could only find my own copy of DUNE!

Thanks to all of you for a fun game. I'll look forward to another meeting in the sands of DUNE!

GM The critical point to my thinking is when Harkonnen went NMR during two battles. He should have won one and could have won both. He never recovered and only submitted moves sporadically after that - even though he had an excellent Treachery hand. I think everyone was asleep on Turns 9 and 10. Arrakeen was silent on Turn 9 (in anticipation of the Storm) but remained so all of Turn 9; the Fremmen could have won it on Turn 8 or 9 as easily as they did on Turn 10. And what was the Emperor doing out in the desert grubbing for Spice on Turns 9 and 10?

NEW DAME

ATREIDES (Weiss): 1C, 10S, 10T @ Arrakeen

BENE GESSERIT (Fisher): 1C, 5S, 1T @ ???

EMPEROR (Tsuk): 1C, 10S

FREMEN (Morrison): 1C, 3S, 9T @ L* @ Sietch Tabr. 4T @ Fairer Wall East. 2T @ Fairer Wall South.

GUILD (Anderson): 1C, 5S, 5T @ Tsuk's Sietch

HARKONNEN (Bryden): 2C, 10S, 10T @ Carthe,

TURN 0:

Due next time are Traitor selection, vote on whether alliances are (a) allowed & (b) if allowed can't win, and the RG token placement & prediction

Your card(s) is/are _____ & _____

Your traitor draws are: _____

INSHALLANA

FAUZI

Egypt (Coddie, Orange)

Indus Valley (Osborne, Azure)

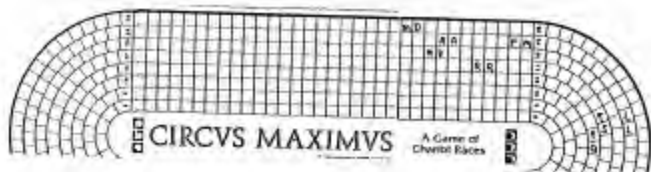
Shang Dynasty (Farrow, Red)

Mino (Tsuk, Black)

Babylonia (Corbannieu, Purple)

Aryane (Anderson, Green)

Despite having three 'snail mailers' on board, we'll use the 'pass the card' system we used in "Enklide". Snail-mailers will find the revised House Rules enclosed; e-mailers will find it following shortly. Sumatra has set up 3A.C.F in L.D. All options faded. Due next time are your orders for Epoch 1. Your cards are _____



NO 2/00N

ERRATA: Odds on Quentus should be 5-1. M. Davidus 17; L. Rebbus 22-1; and L. Lucius 18-1.

ODDS	COLOR	NAME (O/P)	W/L	W/L	TIME	AGE	W/L	W/L
2-1	White	Angela Anderson (0/0)	H	0/0	8440	17	20	1/0
7-1	Purple	Serarius (+2/0)	M	0/0	8435	20	19	0/0
8-1	Blue	Quintus (+1/0)	H	0/0	8441	21	15	0/0
9-1	Black	Flippus Maximus (+1/0)	H	0/0	8435	27	18	1/0
11-1	Red	Marcus Victoria (0/0)	M	0/0	7436	20	19	1/0
17-1	Green	Maddus Davidus (0/0)	H	0/0	7545	12	21	1/0
22-1	Yellow	Randius Rebbus (+2/0)	H	0/0	8434	35	18	1/0
88-1	Pink	Lucius Lucius (+2/7)	H	0/0	8324	24	16	0/0

R. Rebbus: 18, no whip. Ahead 1 (1-0-0, 0-2 + - -) (END), ahead 17.

A. Anderson: 19, no whip. Ahead 19.

M. Davidus: 20, no whip. Ahead 21.

S. Serarius: 21, no whip. Ahead 3, in 1, ahead 10, attack M. Victoria cart-to-horse. M. Victoria falls to broke (8-1 vs 14-2), attack (4 - no injury). Ahead 2.

Quintus: 15, no whip. Ahead 5, in 1, ahead 9, avoiding an attack on M. Victoria for fear of ending directly behind Serarius.

F. Maximus: 16, no whip. Ahead 3, out 1, ahead 14.

L. Lucius: 16, no whip. Ahead 2, out 2, ahead 8, out 1, ahead 1, out 1, ahead 5.

M. Victoria: 21, no whip. Ahead 19.

Due next time are orders for Turn 5. These should include the usual

ODDS	COLOR	NAME (O/P)	W/L	W/L	TIME	AGE	W/L	W/L
2-1	White	Angela Anderson (0/0)	H	0/0	8440	17	20	1/0
7-1	Purple	Serarius (+2/0)	M	0/0	8435	20	19	0/0
8-1	Blue	Quintus (+1/0)	H	0/0	8441	21	15	0/0
9-1	Black	Flippus Maximus (+1/0)	H	0/0	8435	27	18	1/0
11-1	Red	Marcus Victoria (0/0)	M	0/0	7436	20	19	1/0
17-1	Green	Maddus Davidus (0/0)	H	0/0	7545	12	21	1/0
22-1	Yellow	Randius Rebbus (+2/0)	H	0/0	8434	35	18	1/0
88-1	Pink	Lucius Lucius (+2/7)	H	0/0	8324	24	16	0/0

PAUSE: Lucius Lucius laughed when he heard the ludicrous odds on his race for today's race. "When I win I'll carpet my car in Sabine woven from my profits."

--*BRITANNIA* (continued for p5)

JUTES (0) 2R & 1A @ Channel

SAXONS (0) Hengist 8A @ Channel

ANGLES (0) 3R @ Friesen, 8A @ North

LEGEND: A = army, C = cavalry, P = fort, L = leader, R = raider, (#) = population points, P-?? = retreat to ??, * = has submitted, _ = roll by/against a legion defending a fort

STELLAR CONQUEST

The games are presently awaiting:

FLESH GORDON: Production orders for Turn 36 and orders for Turn 37-40.

SIMON WAGSTAFF: Production orders for Turn 36 and orders for Turns 37-40.

Please expedite your orders. The time you save is time (at least) of ours.

PRESS: The Fenjehrent Empire expressed outrage at the barbaric invasion of its prime governing colony. Quoth Subcommander Krenbury: "When the main suppression fleet arrives at the miserable mudball planet they call home it will be dried woman and its population will slay in our delirium minds for eternity."

...**"BORIS VIII"** (continued from p 4)

"Well, not exactly. Our Italian allies pulled their fleet out of AEG and the Austrian fleet moved."

"Enough! Get out there and straighten out this mess or your going to be wall-filing in the Kremlin next thing you know. Now send in that other clown, Smadden IV or whatever. He's peddling worm spice or desert dung or something. Better send in tea also and see if there's another bottle of that gin out there. Oh, I get so confused."

Reich Herald (Berlin): German forces have succeeded in driving Austrian invaders out of Bavaria with heavy losses.

CLASSIFIEDS

Vienna to Moscow: Rules to live by:

- 1) Always trust the words of your wife.
- 2) If you don't believe her, trust your son.
- 3) Never offer your back to someone who has just stabbed you.
- 4) You can always trust the wise counsel of Wormtongue.

Turning on one's relatives can be hazardous to one's health.

New York: For Sale, Brooklyn Bridge. Hundreds already sold to Russian nobility: get yours now while they're hot!"

Vienna to Rome: Sorry Bud, but I just had to wish it a little bit and I just couldn't stop!"

HOUSE RULES for MERCHANT OF VENUS (continued)

Example of movement: Bypass(NW)-R-B-Y-R1C(N)-B10-R(W)-B-Rainfall(D)-Rainfall(S)

Players should make their orders conditional on any public action that might occur before their move. Some things to consider -- will you pay penalties? Will you move to planet X if Zaphod just discovered the culture there? Will you move to planet Y if Mr Ed just bought C number of goods (or the factory, the spaceport, etc.) there? Will you stop to pick up a relic when you move over an undiscovered "??" marker?

If a player chooses not to move in a particular regular turn, the dice rolled for that turn are lost.

Players can make conditional trade orders based on anything they'd be able to see in a face-to-face (ftf) game. Trades are executed in the order given by the player, except that all SELLS will be made before BUYS.

A player buying a faster ship on the first Regular Turn or a Postal Turn, should make orders conditional on the extra die to be rolled. Similarly, a player buying a slower ship should make orders conditional on which of the announced dice will be randomly chosen to be "unrolled". Better yet, inform the GM of your intention to buy a new ship as part of the previous turn's orders so he can roll the proper number of dice.

Special Rules:

- 1) TeleGates have no effect whatever during the postal turn in which they are revealed. They go into operation with the start of the next postal turn.
- 2) Players will always be able to see any dice rolled for the upcoming turns before deciding whether to use a relic. Include decisions to use a relic in your orders for each regular turn. If a player has the Mulligan Gear relic (allowing reroll of the die) his/her orders for each regular turn should indicate which die (if any) that he/she would want to reroll. The player's orders should then be made conditional on results of this roll. If a player has Auto Pilot, the player can choose which of her/his rolled dice will be replaced by a 9. Jump Start and Gate Lock work similarly. (These rules will have the effect of making certain of the relics, including the ones listed above, more powerful than they would be in the ftf game.)

NMRs & Other Bad Things: NMRs will be dealt with by having a player continuing movement in the last direction moved until reaching an asteroid, navigation circle, spaceport, or city, then standing in place. NMR'd out players (having missed two consecutive deadlines) will be replaced if possible.

Any ambiguity will be resolved by the roll of the die. In the case of ambiguous routes, the GM will move the player to the point of ambiguity, then roll.

These rules are adapted from Chris Haskler's, which are adapted from Garret Schenck's, which are adapted from Scott Cameron's.

On Deck

1829: Zieske(S), Chinnery(N), Wordemann, Quist, Farrow(B). Could take 4 more

1850: Chinnery, Farrow, Klausuris, Morrison, Zieske, Wordemann, Marc Osborne, Aliemates-Chinnery, Frush, Tsuk & Wordemann, Puffenberger & Zieske (as "Coalition"), Weiss (any variant)

1858: Chinnery, Quist, Wordemann, Zieske, Hars, Fisher & Frush signed up. Chinnery and Farrow signed up for any variant. Aliemates Frush, Tsuk & Wordemann.

1868: "Aids Club" closed. "Baldheim" has continuous openings. "Clearwine" begins with "Baris IX"; Chinnery signed up.

CIVILIZATION: Carbonneau, Morrison, Weiss, Detaine, Asfeld, Frush

DIPLOMACY: Gorham and K. Wilson in. Whitehair(S) Osborne, Asfeld, & Zedde signed up but no preference list received. Aliemates Carbonneau, Ford, Frank, Frush, Morrison, Tsuk, Wilson.

DOWN WITH THE KING: Sussis, Campiano, Osborne. Need 1 to 4 more.

DUNE: Osborne.

HISTORY OF THE WORLD: Asfeld

KINGMAKER: Carbonneau, Osborne

KREMLIN: Campiano.

LIFTOFF: Tsuk, Cas(Y), Butts, Campiano

MAGIC REALM: Carbonneau, Chinnery, Osborne, Cameron, Butts (need 1-10 more)

MAHARAJA: Cameron, Morrison, Tsuk

MERCHANT OF VENUS: Puffenberger, Osborne

TITAN: Carbonneau, Osborne

OTHER POSSIBILITIES: ADVANCED CIVILIZATION, DARKOVER, GOOSFIRE, GUNSLINGER, JUNTA, KAMAKURA, MYSTIC WOOD, PLANET MINKS, RAIL BARON, STELLAR CONQUEST, TALES OF THE ARABIAN NIGHTS, TURBET



"Let's face it, passive smoking was a stupid choice of weapon."

Singleton/The Spectator/London

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The Bottom Line

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